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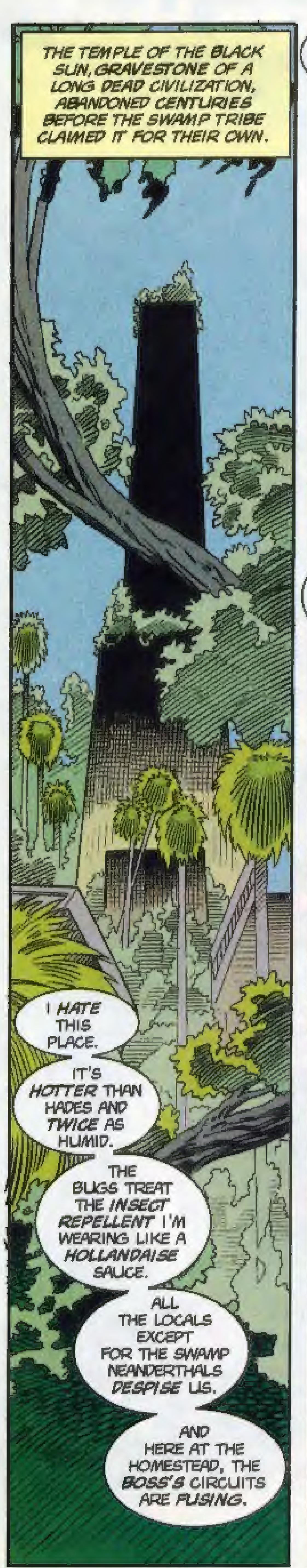


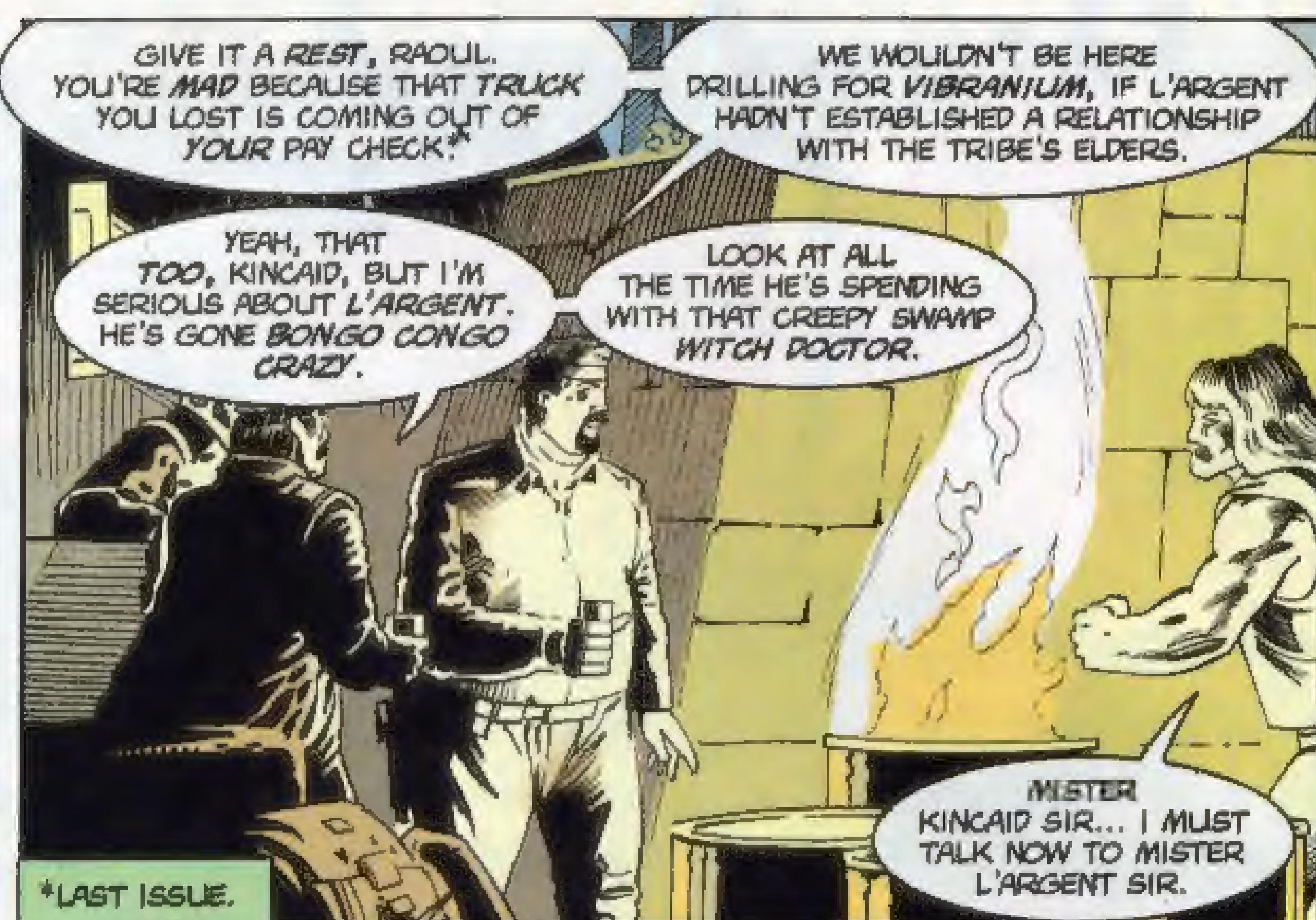


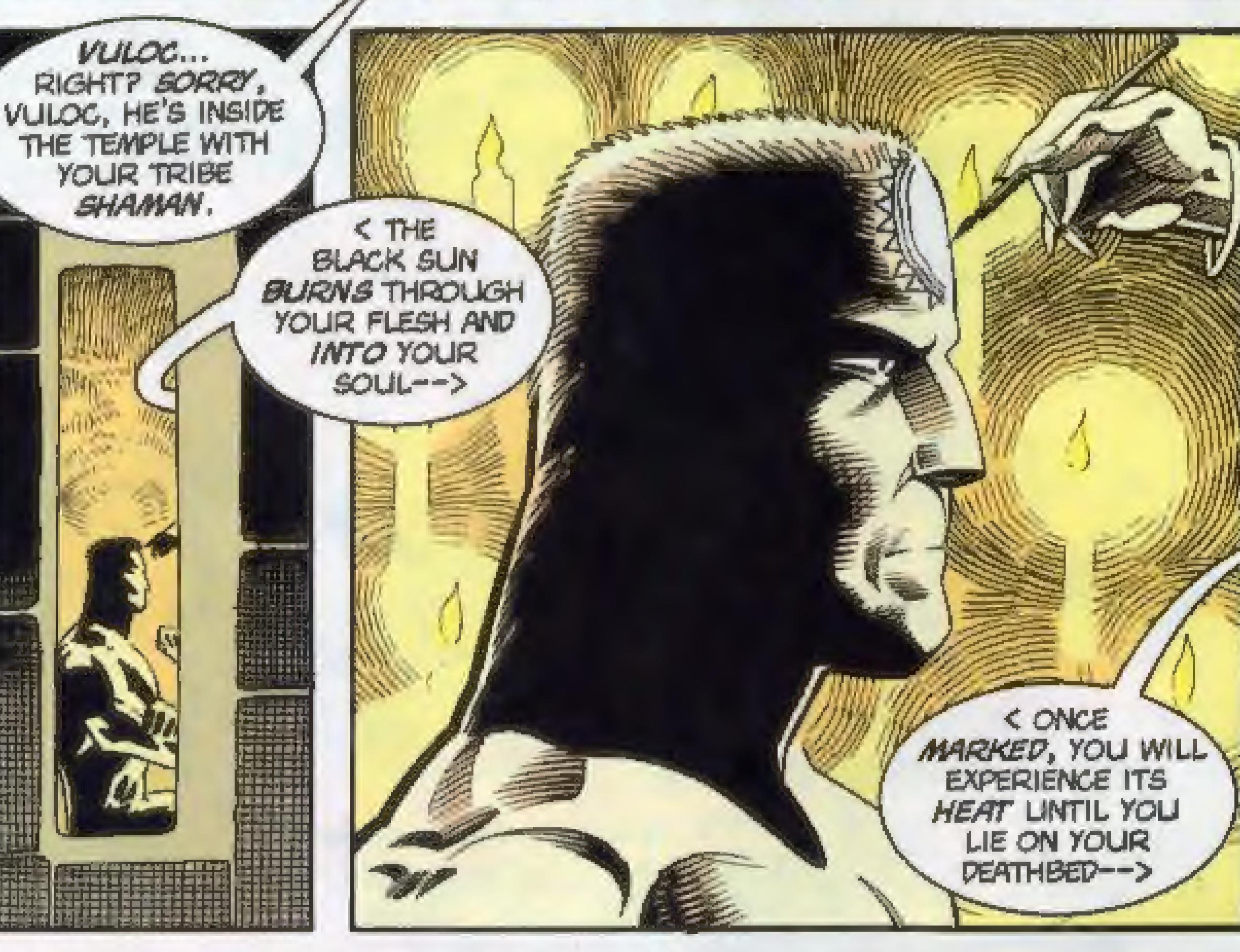




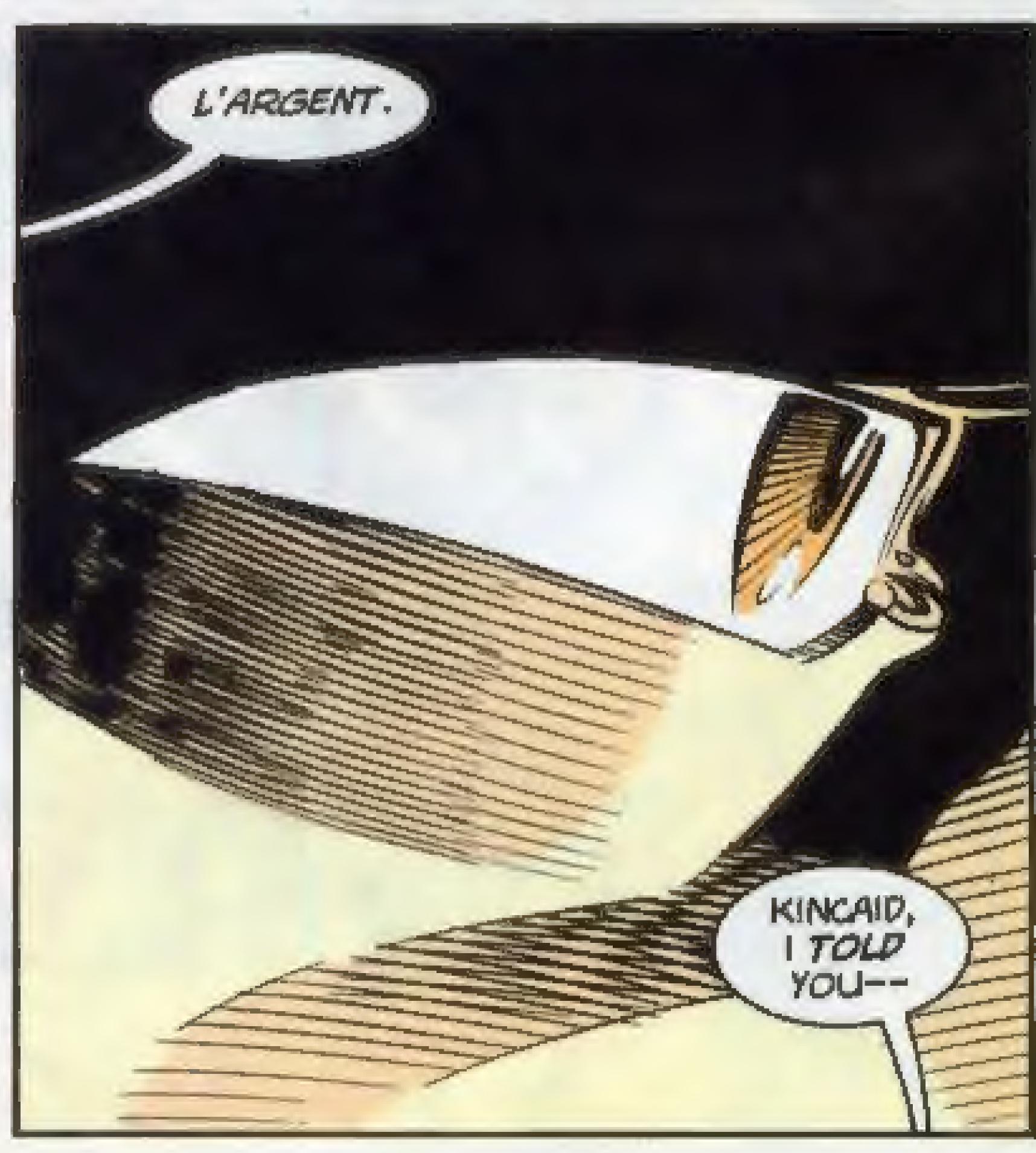




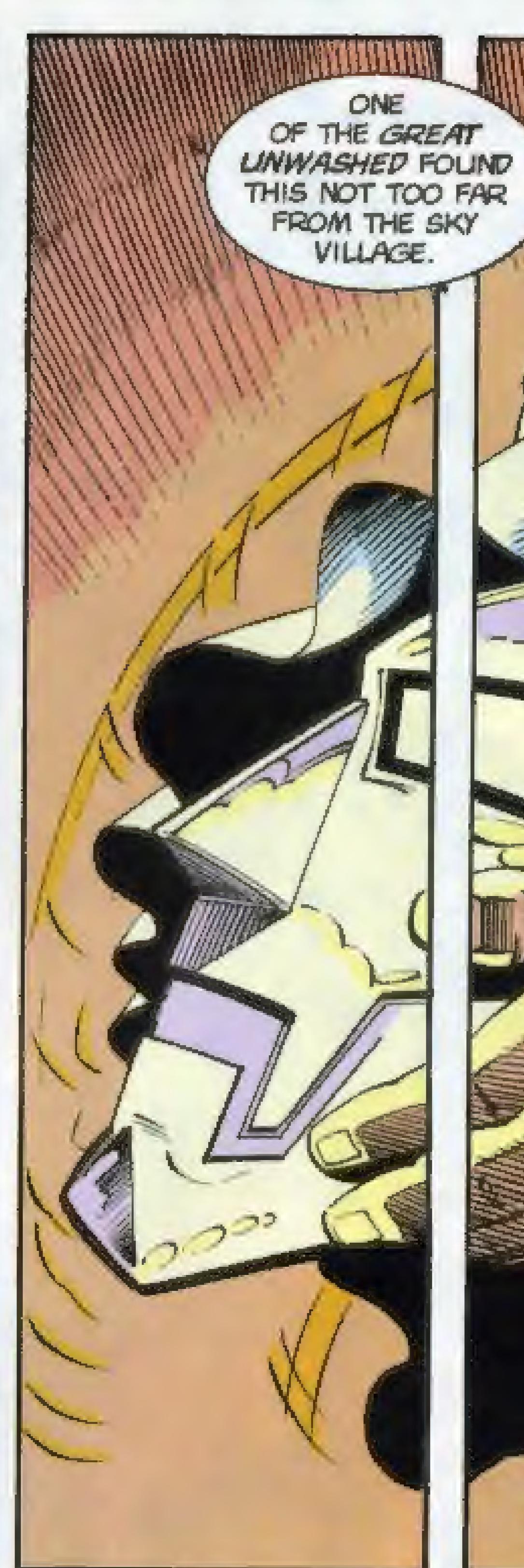








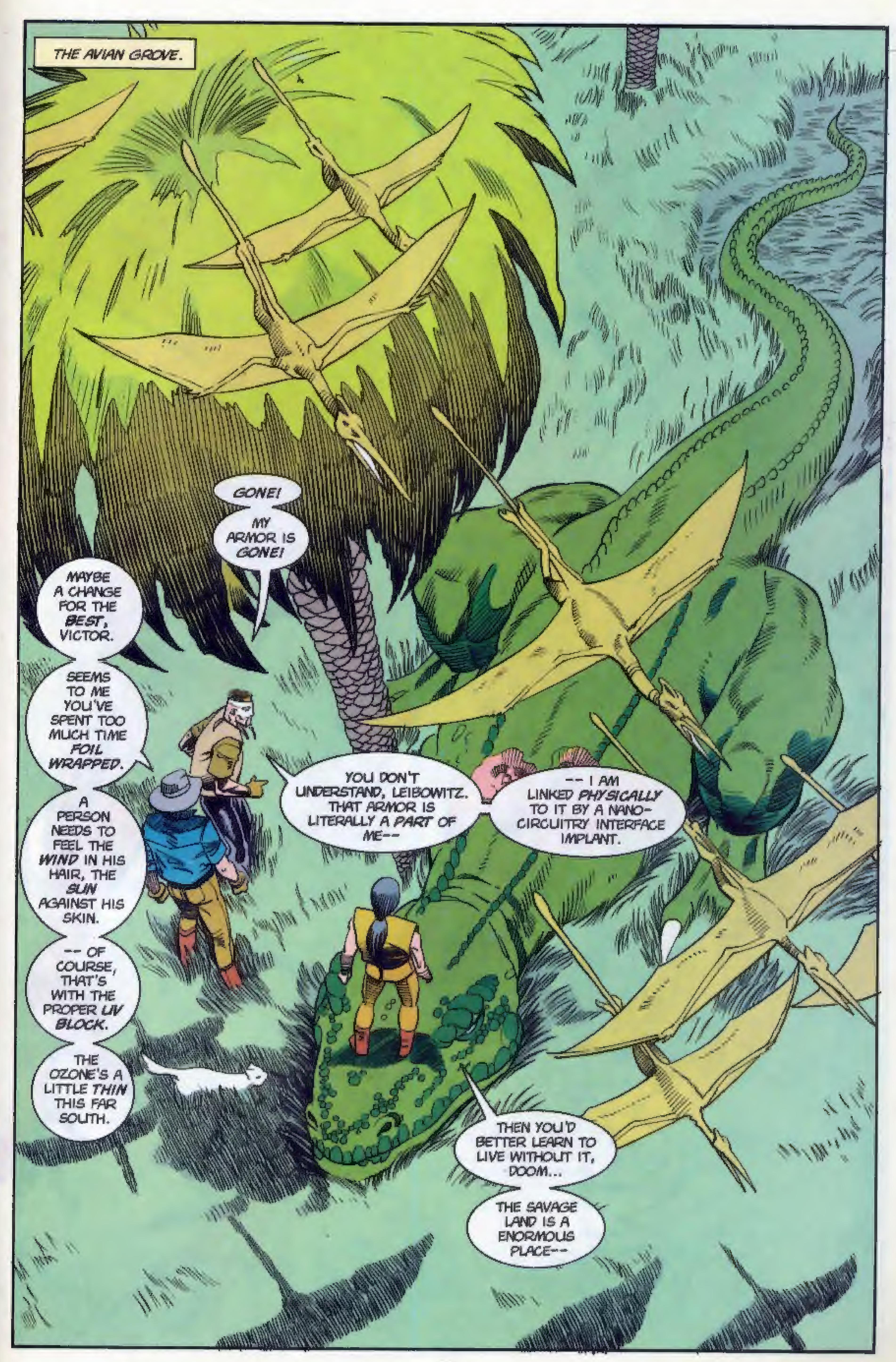










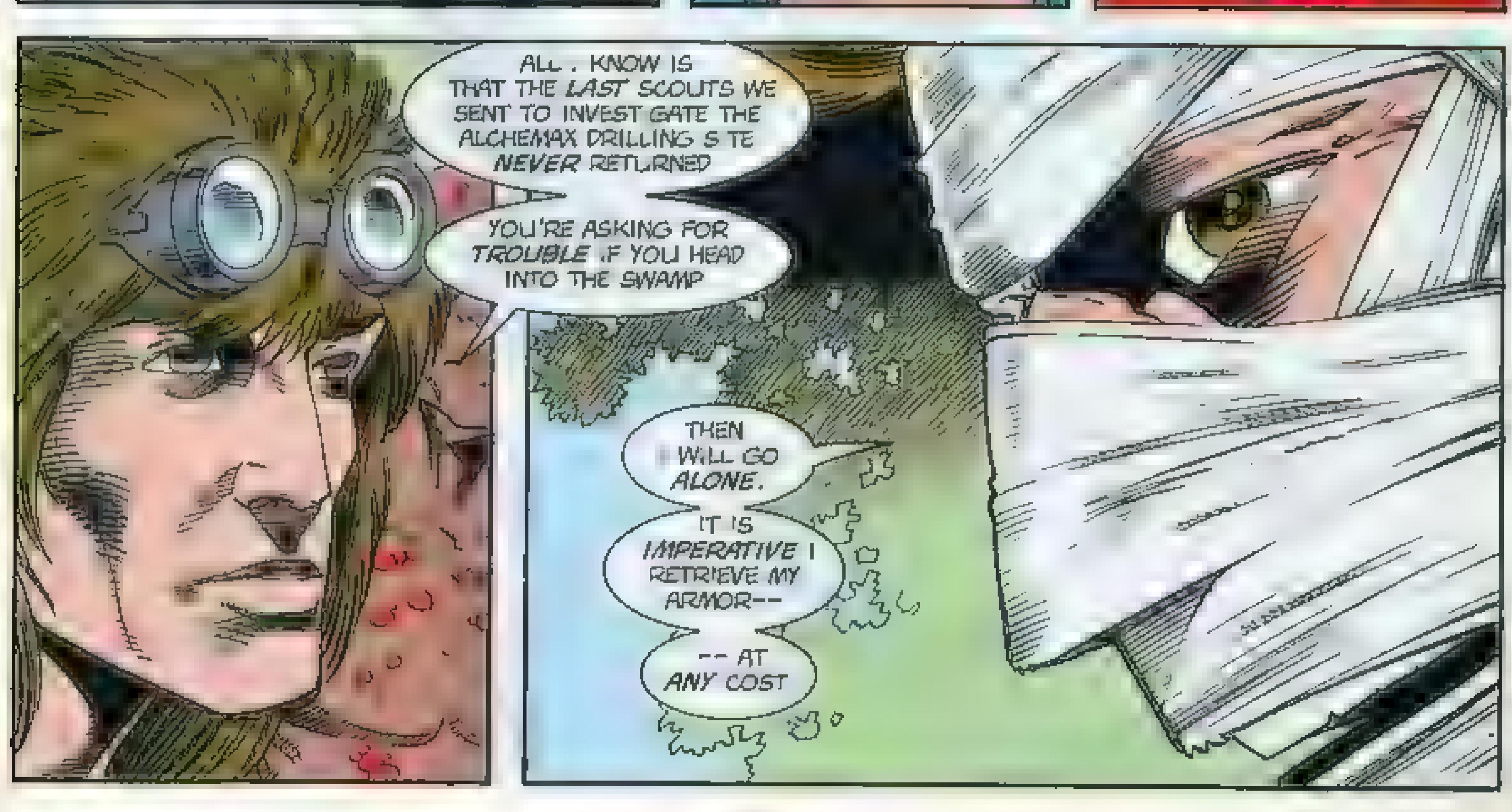






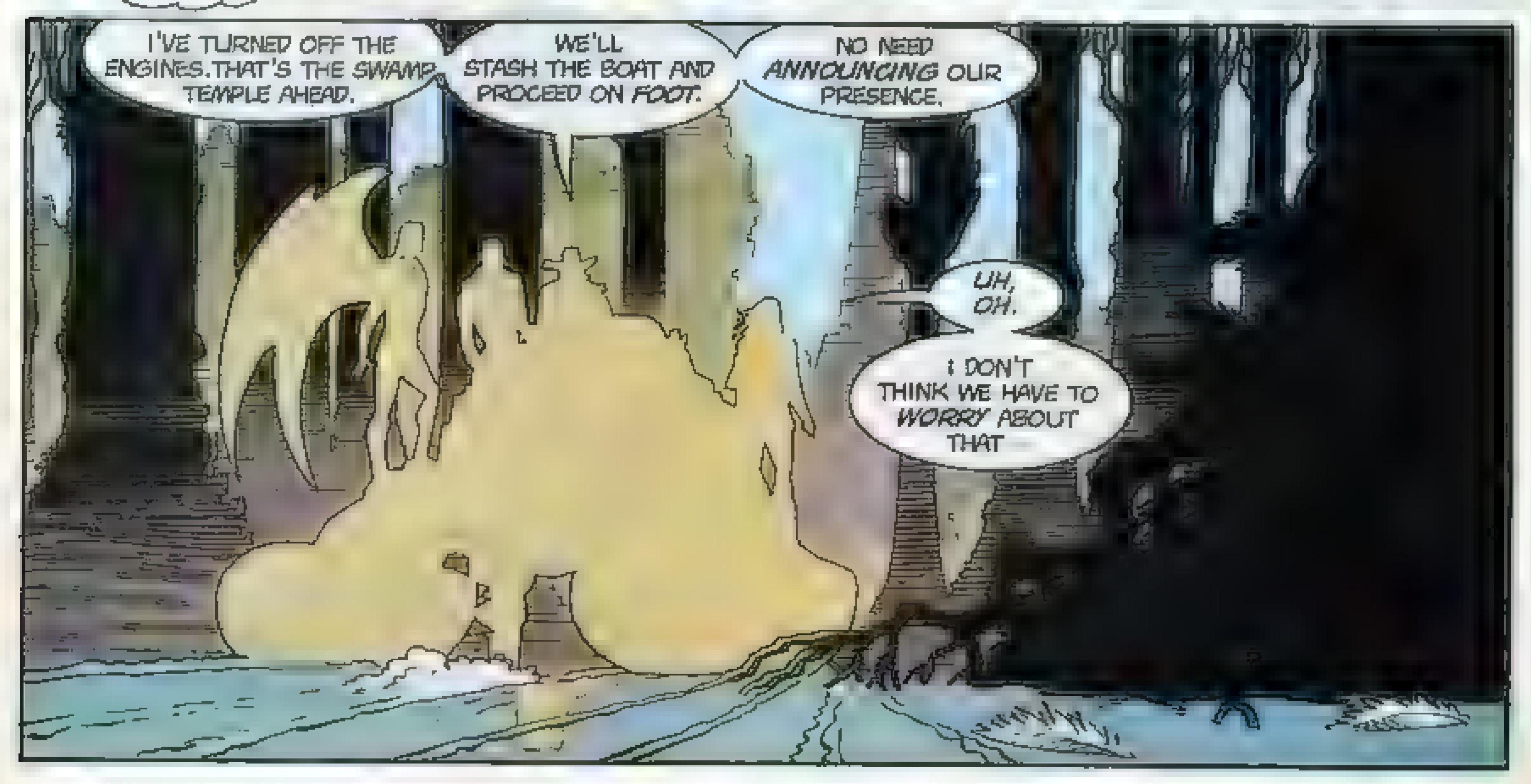






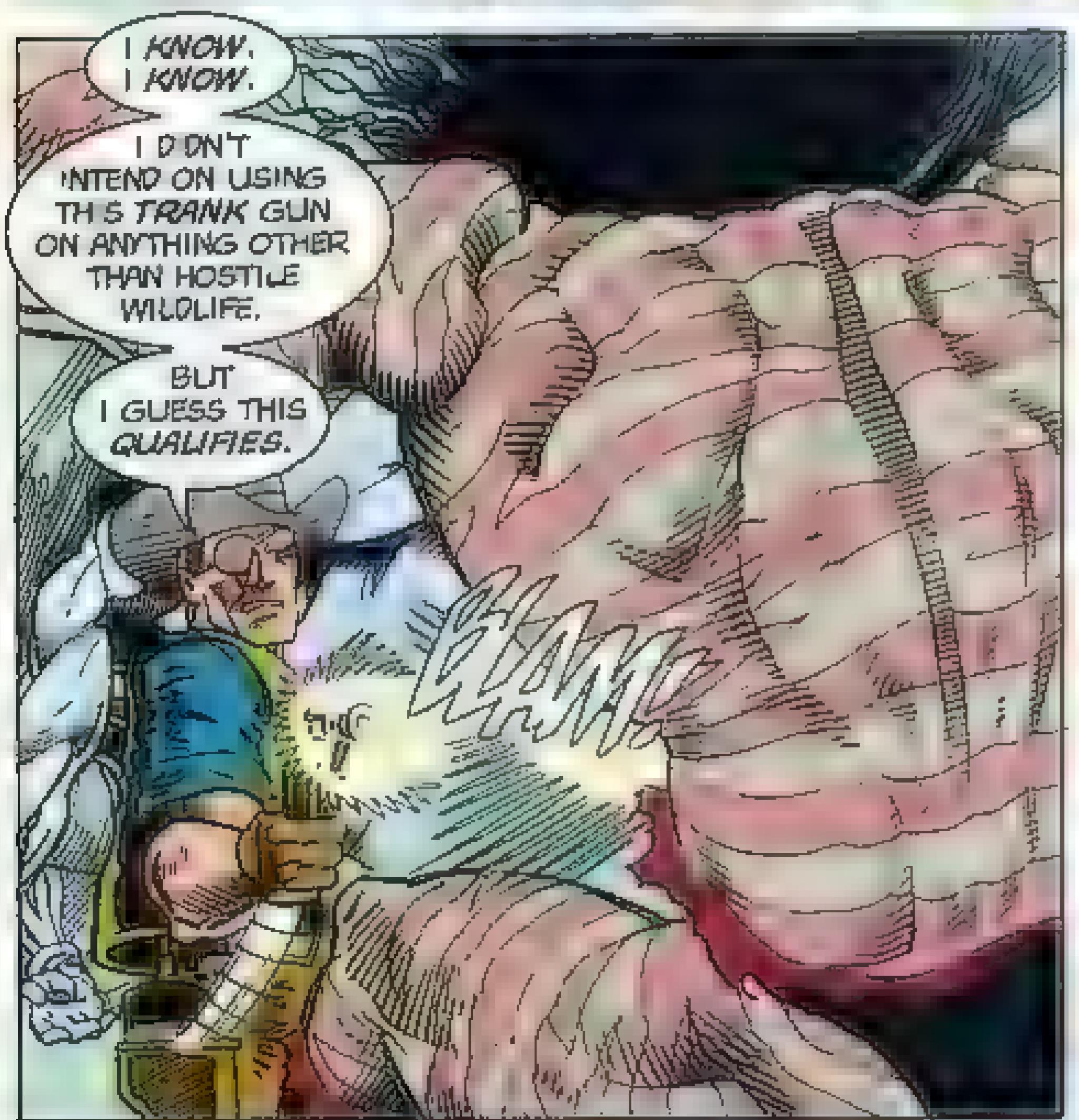


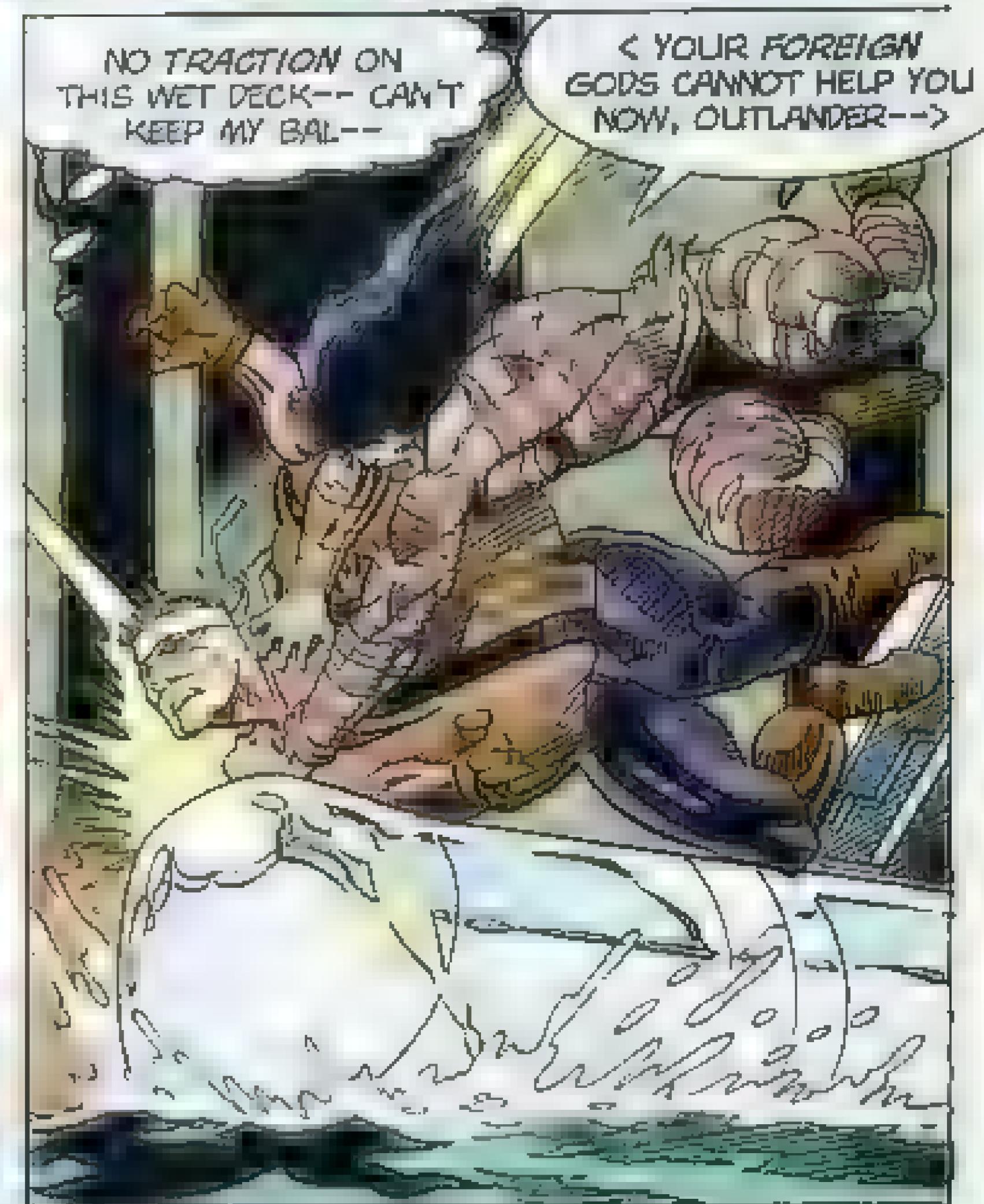




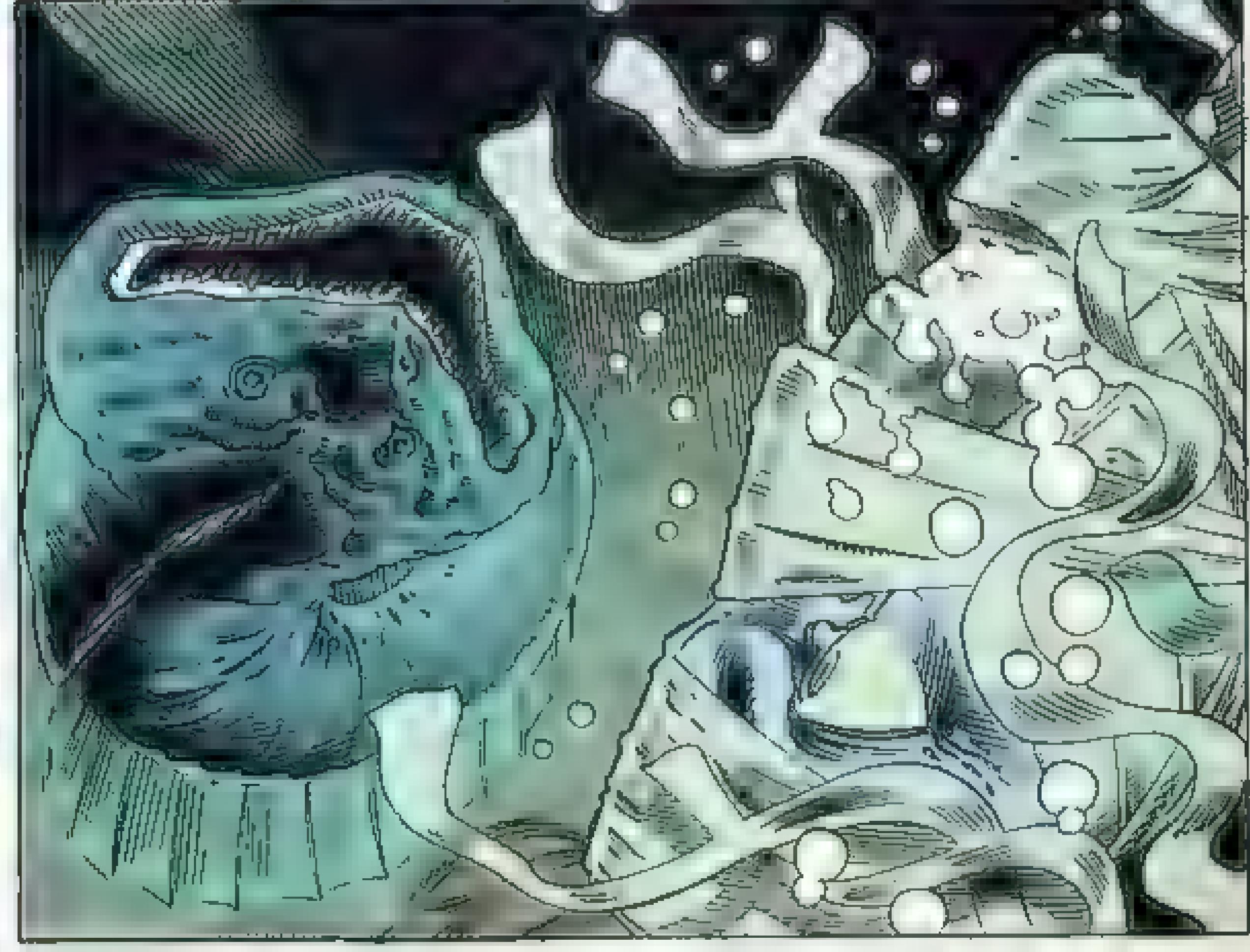










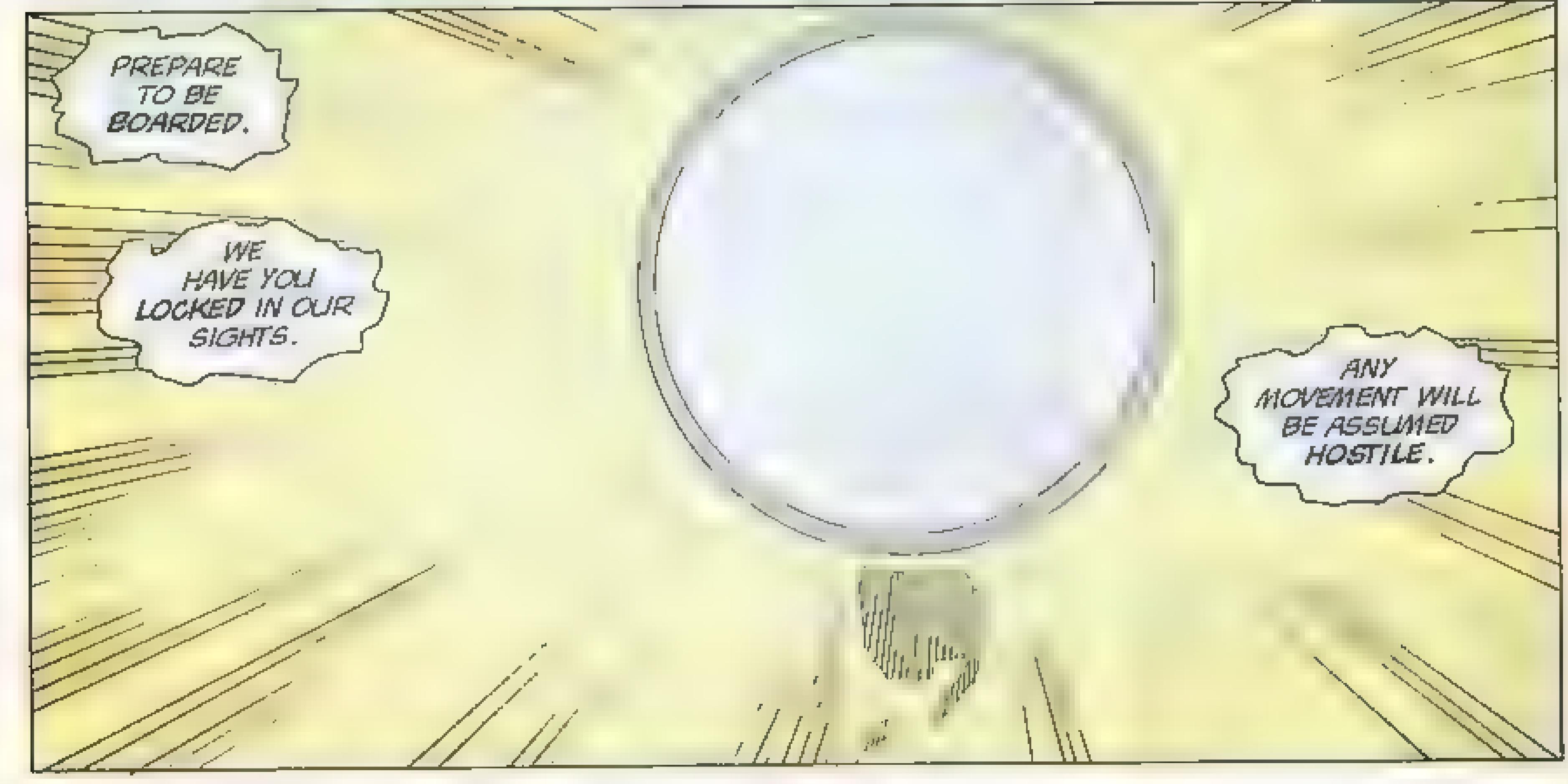










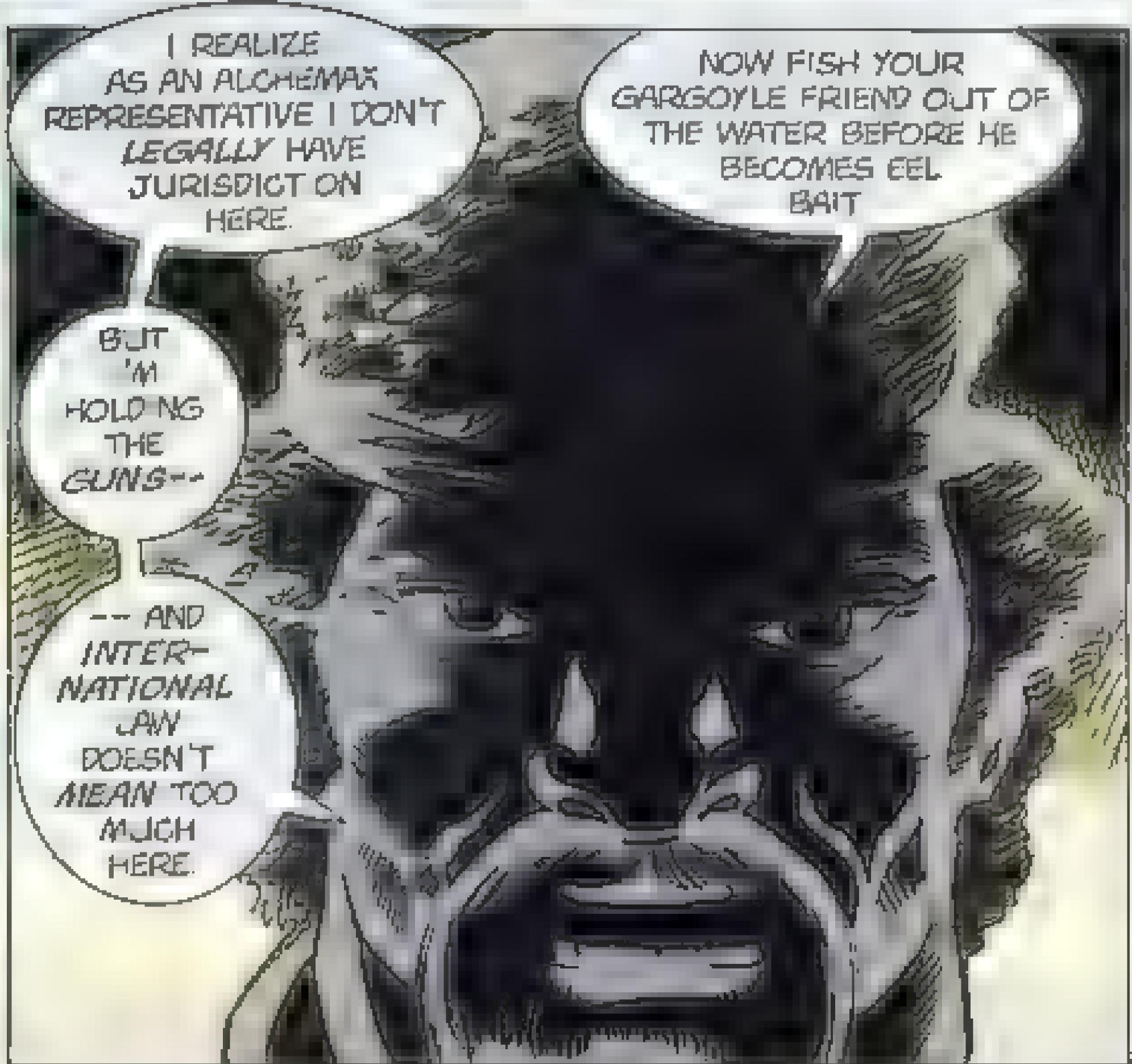


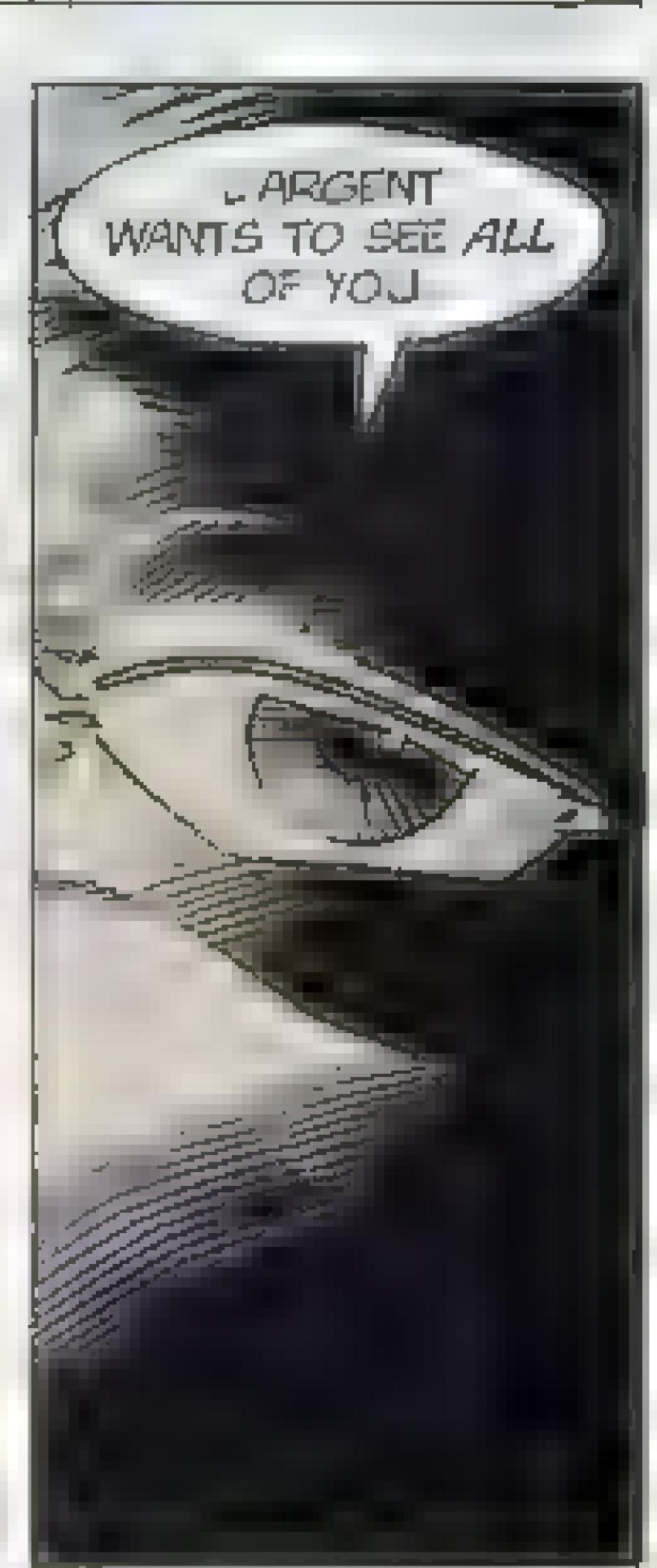


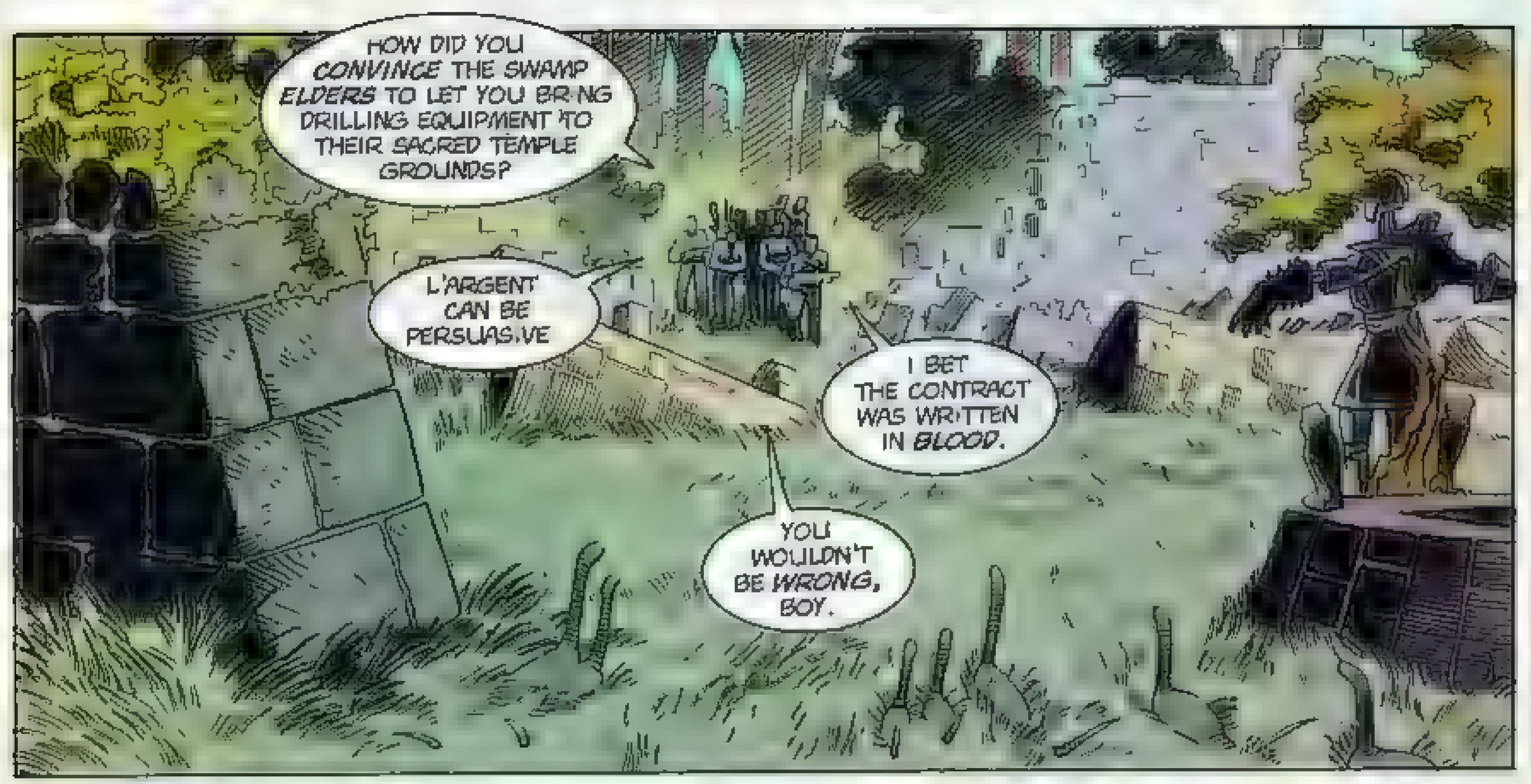


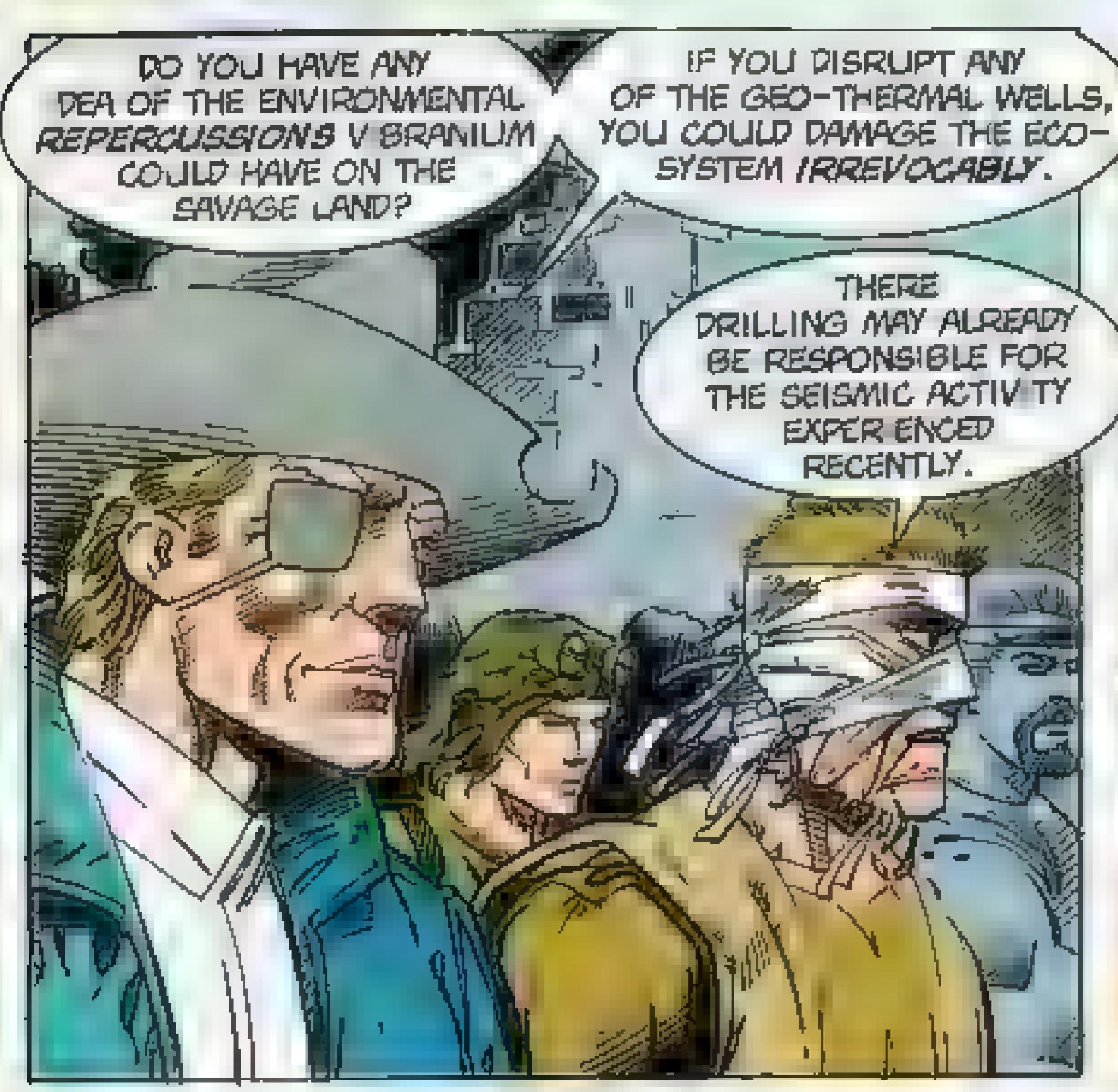


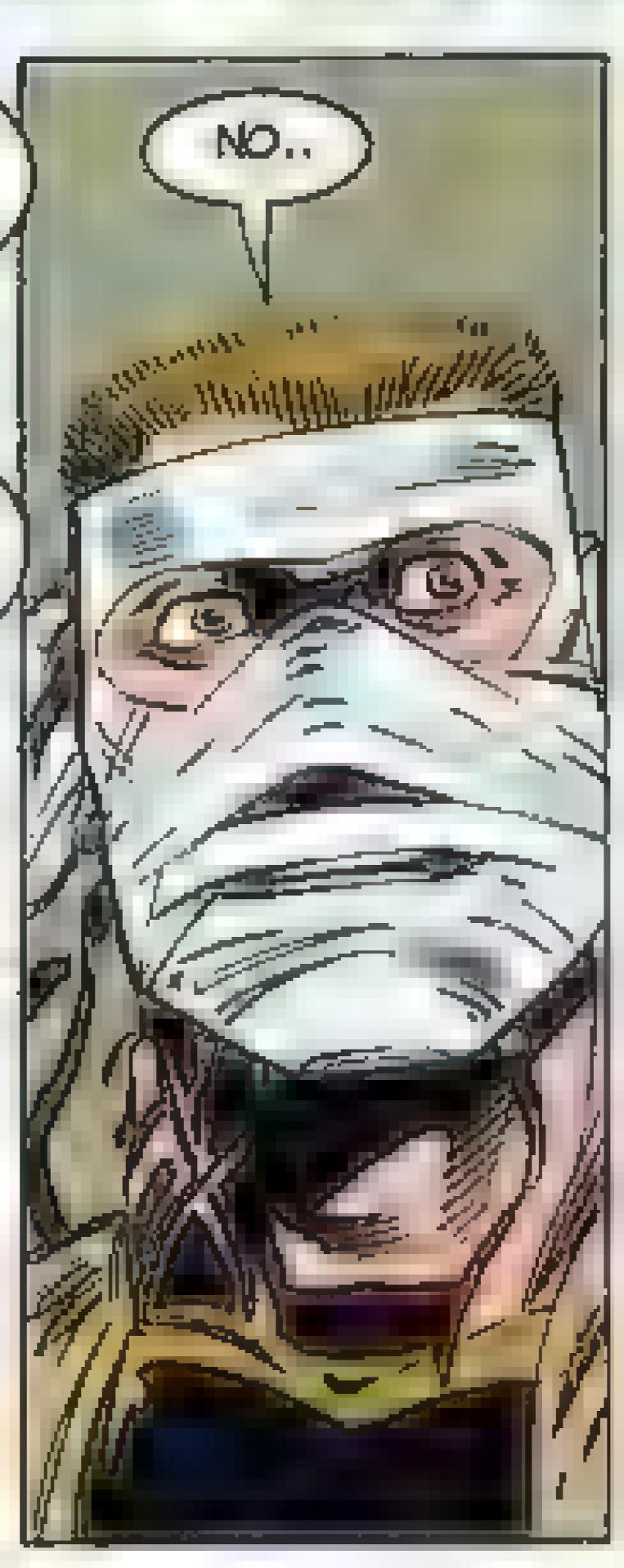


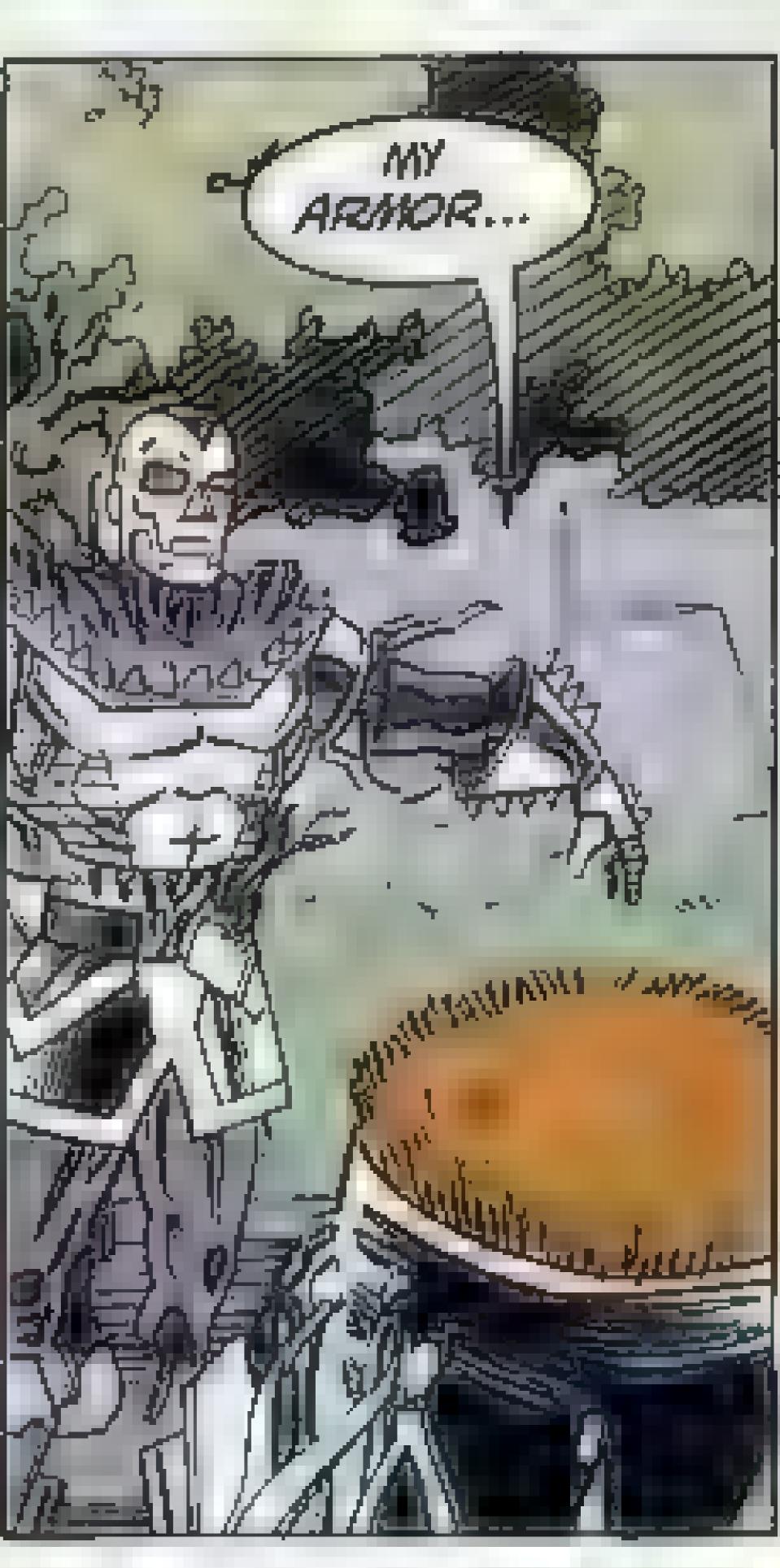


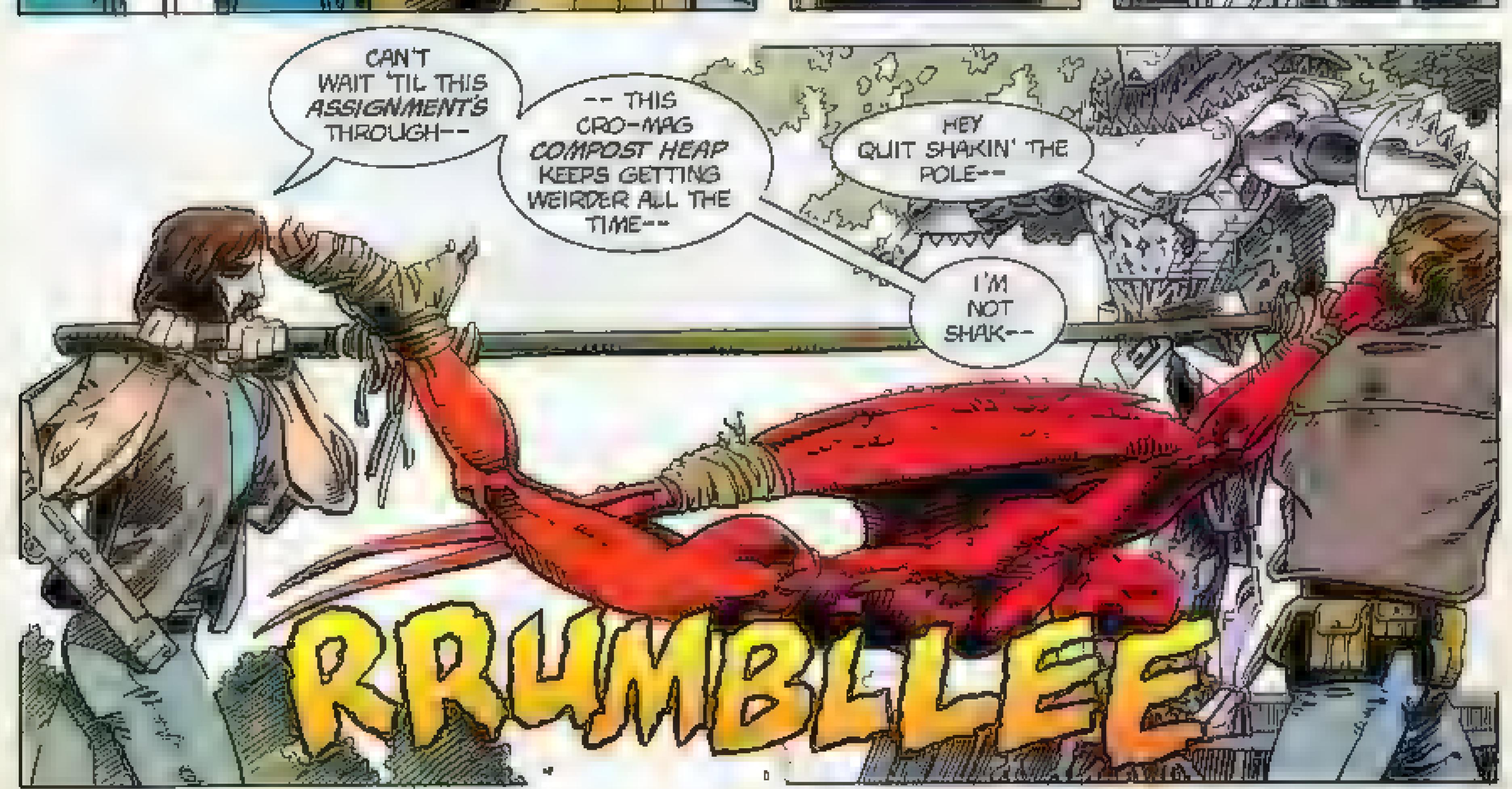




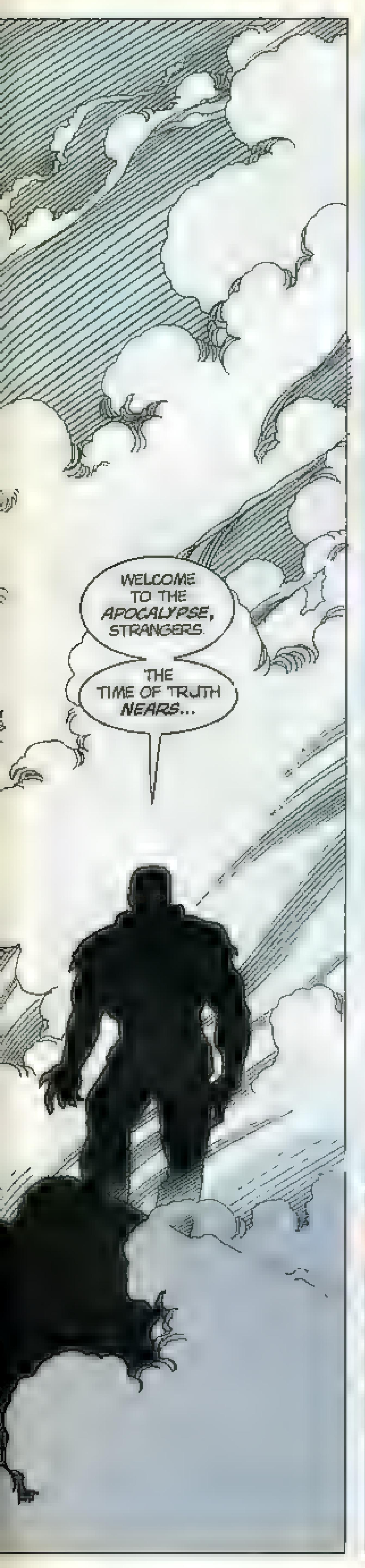


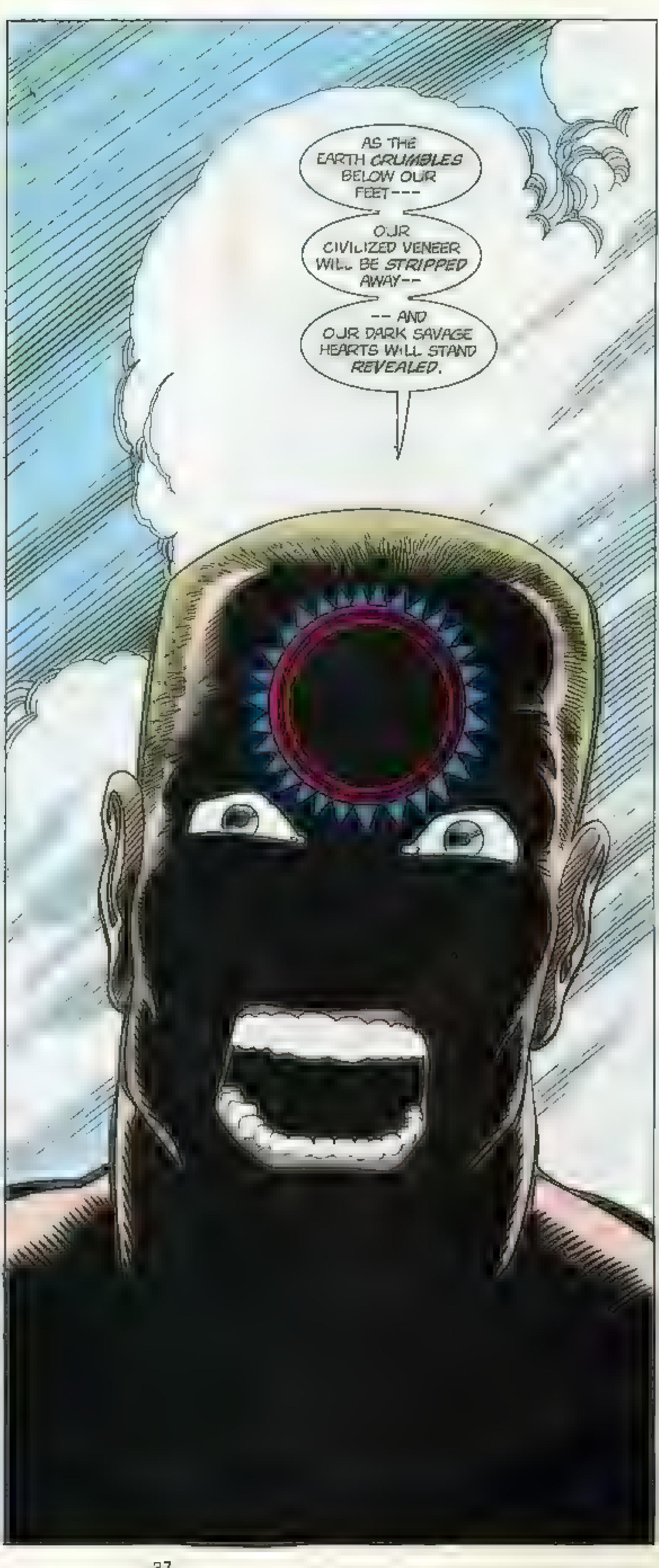












Did you ever wonder what your favorite comics creators would be doing if they weren't creating comics? Weil, even if you didn't, here's your chance to find out!

lan Churchill (artist on the alt-new DEADPOOL Limited Series): I'd probably be unemployed! Before I started working in comics, I was working as a graphic designer, but we have a big recession over here (in England). If it was a perfect world, I'd probably be doing graphic design, but I much prefer comics

Bud LaRosa (inker on BLAZE): I would be a pyrotechnician. I used to set fireworks for one of the biggest wholesalers in Brooklyn. We did all the big shows — the Fourth of July, the Statue of Liberty anniversary, New Year's Eve - all big events like that. But working on comics is a lot more safe'

Jan Duursema (penciler of X-FACTOR): I'd probably be doing some kind of interior design — politery or construction. I ke to build things. Either that, or I'd bain a trailer park in Ohio waiting for a temado, since comics people aren't qualified to do anything elset

Mike Marts (assistant editor). I'd probably be reaxing white watching a Neil Young concert!

Neil Gaiman (writer, ALICE COOPER Limited Series), I don't know what I would be doing, but by now, whatever it is would have landed me three to five years inside!

Joe Madureira (penciler, UNCANNY X-MEN): I would want to do animation, but that takes too much patience. suppose I could do storyboards for TV — I hear that pays pretty good I would probably just do children's books. That looks like fun

John Lucas (inker, BARB E FASHION); I've done some work with Dispay in Florida, — set design, costume design, storyboard work - and I would probably pursue that fu l-t.me.

Lisa Zampelia (assistant ed tor), I would still be in school, studying interior design and set design, or I would be a probation officer, which is what I was doing before I want back to school!

Colln MacNeil (art.st, SAVAGE SWORD OF CONAN): I would be an architect. That's what I was sludying to become, but it seemed like too much work --- the math, the physics, the chemistry — I didn't enjoy that too much! Eer g an ertist, you're basically lazy!

John Hebert (panciler, X-MEN ADVENTURES): I'd probably be wrestling professionally. I would call myself John "Die Hard Hebert, or Mr Mayhem" ... or "Howling Mad" Hehart yeah, that's it! Or I would mess around with tassic care traitor on customic eq. and solved literal

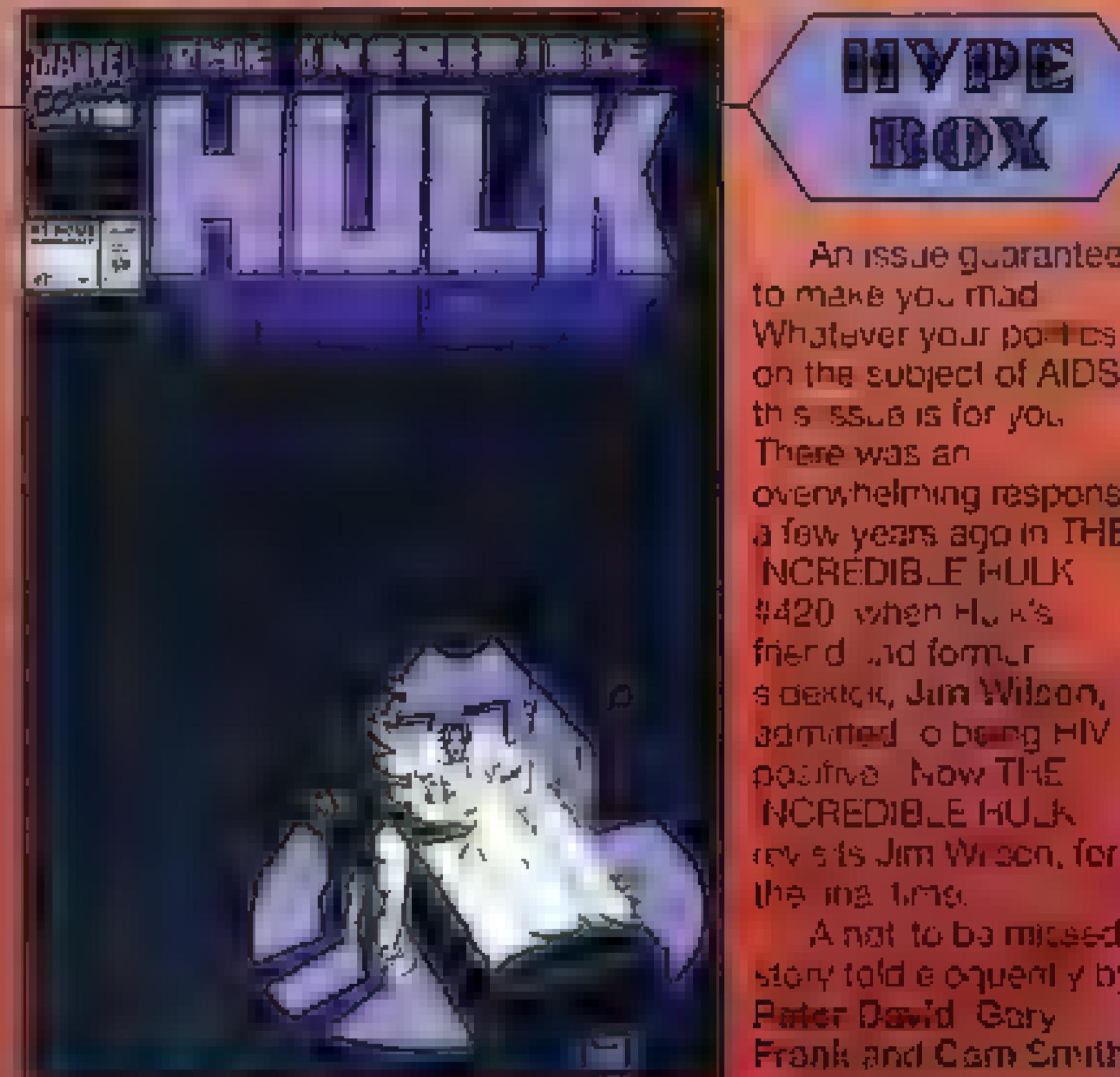
Durrens Auch (panerer RCCKO'S MODERN LIFE) I would be reporter for the Weekly World News either the or a host for tile Psychic Friends Network

Marver is well-known for its comics — but what you may not know is that we also publish some pretty mitty magazines, as well. This month marks the kickoff of our new bl-monthly NFL PRO-ACTION magazine, which, will have four issues this year coinciding with the football season

Editor Mindy Newell notes that the NFL PRO-ACTION magazine is not just for footbal fans — it's for comics fans, tool in addition to articles on spring training and Dalias Cowboys running back Emmett Smith, issue #1 also contains a Spidey story by Marc DeMattels, Alex Saviuk, and Jimmy Palmiotti, activity pages, and a tribute to Jack Kirby by Stan Lee and John Romital When asked how she got the NFL PRO-ACTION assignment, Giants season ticket-holder Mindy responded, "(Special Projects) Executive Editor Bob Budiansky said he had to give it to me! I'm the only jock in the department!"

Also making a splash this month is our latest annual MARVEL ILLUSTRATED SWIMSUIT ISSUE, which is chock-full of beroes and heromes in skimpy swimwear! All your favorite Marvel mega-stars are featured in pinups by such greats as Gary Frank, Carl Potts, Tom Raney, Bret Blevins and many more. The Brothers Hildsbrandt contribute a stunning painted centerfold, and Adam Hughes has painted a breathtaking cover of Namor and the Invisible Woman

Finally, for the younger reader, we've got the mega-fun monthly SPIDER-MAN MAGAZINE, which is loaded with comics, puzzles, and art cles for the little webber-snapper in your fant yf



An issue guaranteed

to make you mad Whatever your post os on the subject of AIDS. this ssub is for you There was an overwhelming response a few years ago in THE NCREDIBLE HULK #420 when Hunk's friend and formur S DERICK, Jun Wilson. agmined obsert HIV Brit wow Theg NOREDIBLE HULK

the ma time. A not to be missed story told eloquently by Parter David Gary Frank and Cam Smith

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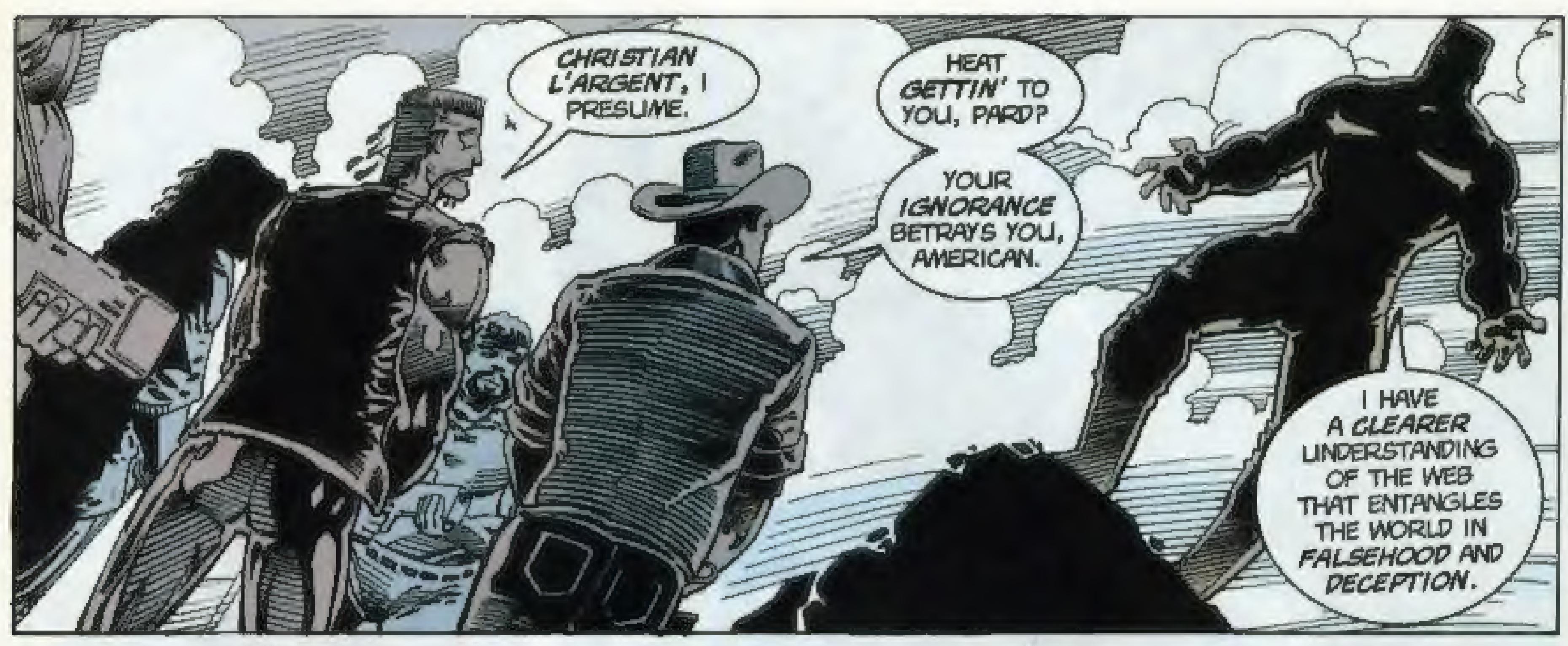
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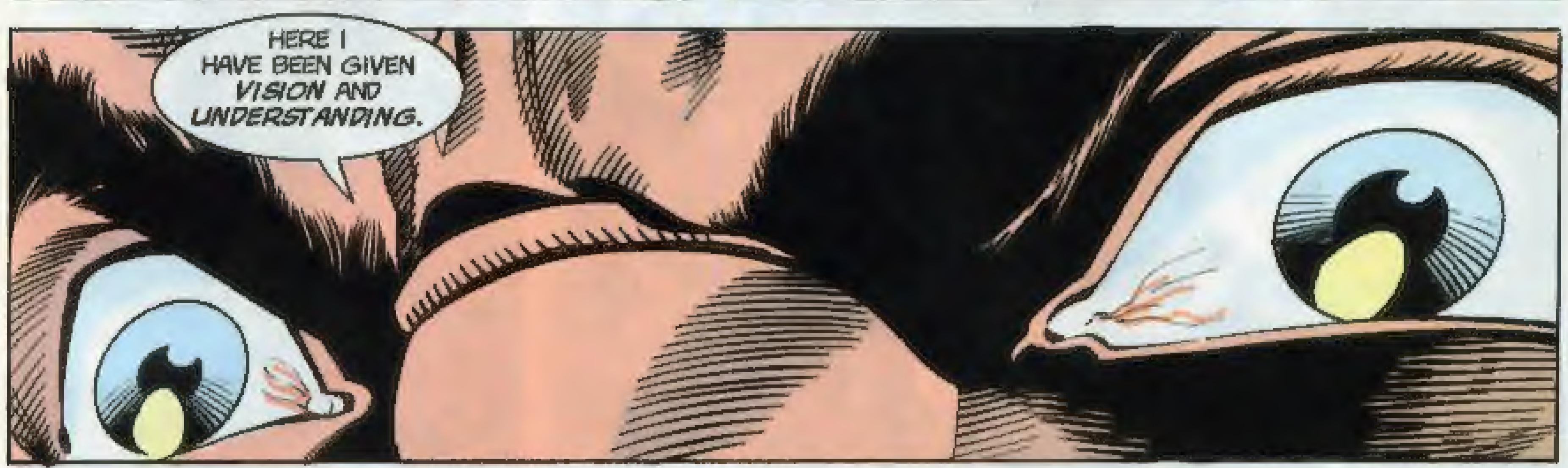
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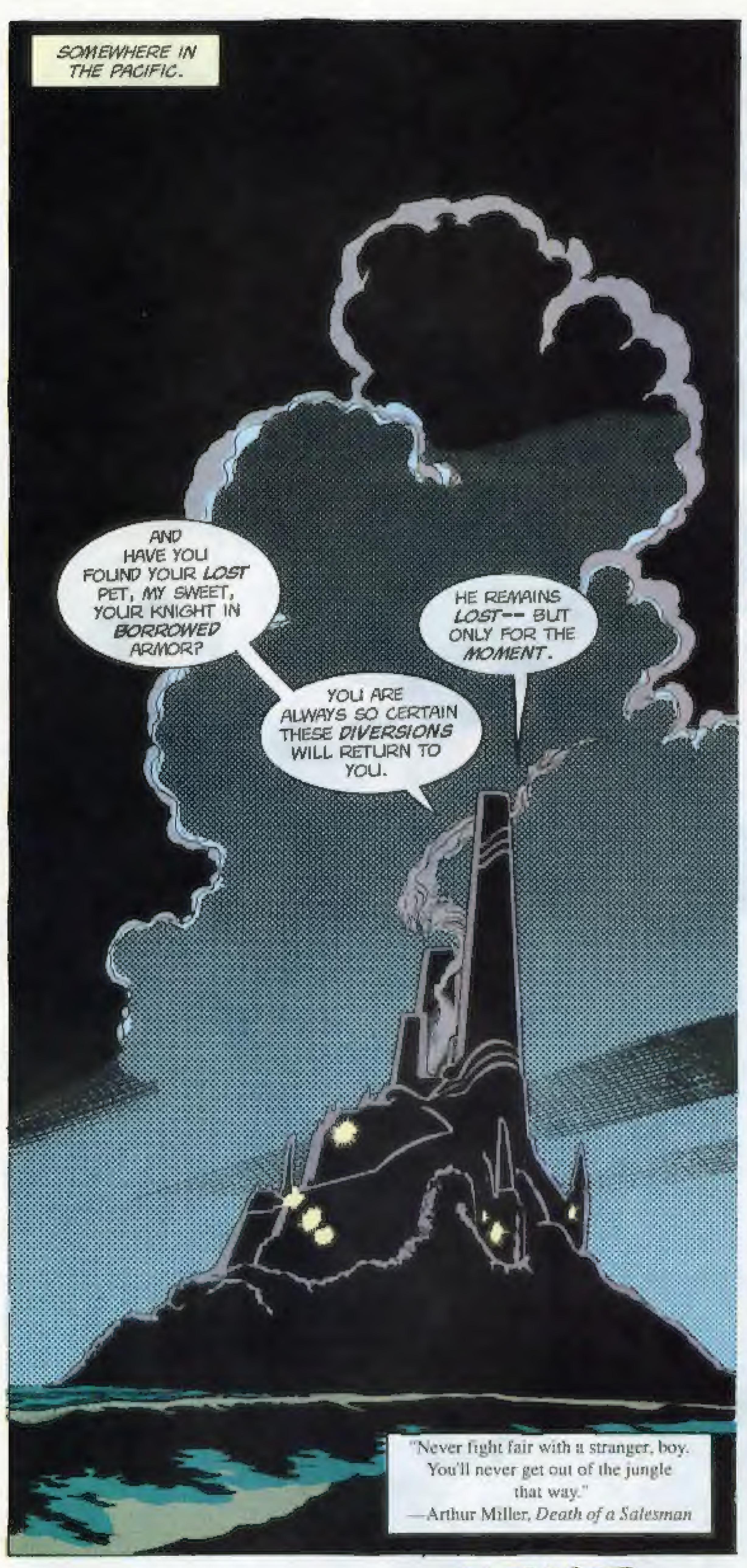
GETS HIS OWN TITLE AT LAST ... SPIDER-MAN MEETS THUNDERSTRIKE ... THOR BATTLES THE DESTROYER .













RIVAL SACRIFICE IN SAUGE LAND



Out Of My Head

Which last issue arrived (what am I apologizing for? I had nothin' to do with it).

polybagging, no matter what the reason, no matter what form it takes. Again, it was done without my knowledge or consent, and it won't happen again.

Dear Joey,

I'm hooked. DOOM 2099 is one of the greatest comics to come along in years. My other favorite 2099 title is X-MEN 2099. They're the only two I collect. The best thing to come out of the "Fall of the Hammer" crossover was Doom's capture of Valhalle. I commend you for allowing Victor to survive the time-travel trip, but please, I hope you're not going to try to pull a Victor/Reed Richards mindmelding. We like the idea of Victor surviving and Reed dying.

This comic's going strong! Nice characters and supporting cast, superb writing and artillssue #16 had a great story, but I think Victor already knew that world domination was not for him. Good work nonetheless. I can't wait to see what happens to Fortune. Also I like Wire a lot and thanks for the look at Wakanda.

(Address withheld by request)

We're planning to show you lots more of Wakanda in the near future, J.B.!

Dear DOOM 2099,

You have one of the most interesting, well-written and well-drawn comics going! Real paople, real stories, real progression. I love how it all goes along from one thing to the next as if it's a grand novel.

I'd like to thank you guys and gals for making a comic about a "villain" work. A competitor of yours tried it a couple of times only to have them crash and burn. Keep up the good work on my favorite 2099 title! I look forward to seeing what's going to happen in the future, wherever you take it.

Steve Kopian 21 Roslyn Dr. Glenhead, NY 11545

Yeah, we told our rivals that "Mussolini Comics and Stories" was a lousy marketing idea, but they wouldn't listen.

Dear Voices of Doom.

DOOM 2099 is still the best 2099 title. Some people may have other ideas,

but I know what's what. The cherecters are awasome, the writing is top of the line and the art goes beyond excellent! And you have a quote in each issue, which adds to DOOM 2099's sense of depth.

I'm womied, though, that DOOM 2099 is losing ground. All that I've mentioned above is spectacular, but other areas seem weaker, specifically the plots and direction.

The first story arc with Tiger Wylde had the excitement of a whole new comic and there was a definite focus. But once Doom was triumphant that sort of dissipated, Doom's no longer out for world domination so his focus can't be as straightforward and unrelenting as it was. But restoration of Latveria and exploration of his new kingdom was set aside when Doom entered cyberspace. Once there, things went even farther astray. I enjoyed each issue, but spending so long away from reality doesn't seem very wise for a comic less than a year old.

and explore the new 2099 world. That's a necessity. But once a basic "home turf" has been established you need to return there regularly. After the cyberspace stories Doom was once again sidetracked.

Ever since issue #4, Doom has yet to purposely go somewhere or do something to further his own agenda. Instead, he's been playing other people's games. DOOM 2099 is about Doom but he seems to be the only one not pursuing his own interests! Doom should be a strong character. I by no means want him to be invincible; he isn't in the present. Occasionally falling victim to the hand of fate, then turning circumstances to his advantage is one of Doom's best talents. But I'd like to see more of him engineering and controlling situations.

As for the future, Necrotek was a great new villain...I don't know much about him except that he uses magic. I think a lot of others would like to see more of the mystic side to Doom. I hope you also involve Vox.

Matt Kuhns 200 Cherry St. Anamosa, IA 52205

You might be surprised to hear this, Matt, but much of what you've said echoes our own thinking. You'll see that reflected as our Savage Land opus concludes.

Dear Voices of Doom.

Ever since SPIDER-MAN 2099 #3 and DOOM 2099 #1, I've been curious as to what happened to our interstellar contacts. Although the Y'lestja (cool name) are new, this is a development I feel was long overdue. Thank you.

DOOM is the only 2099 title that is capable of dealing with space travelers, good or evil. Good of Victor is the only

2099 character with the intelligence, power and global scope to fully appreciate, use or defend such a visit.

I wish everyone on the title good luck with the storyline and future astral projection. I guess we haven't seen the last of Markovkin. Please don't stop being the leader for all the other titles to follow.

Jeff Haandt 8044 Felicity Ct. Springfield, VA 22153

Mo, you have seen the last of Morkovkin, Jeff. On the other hand, you haven't seen the last of Radian.

Dear Editor.

Now that Doom has the floating city of Valhalla, will this set the stage for a Doom/Spidey/Punisher/Ravage and Hulk crossover?

Compton, CA 90221

Oh, man, here we go again!

Dear Voices of Doom,

Hal I've figured it out! I know who Doom really is! You'll never guess, readers. He's the one and only Dr. Doom! Yes, that's right, the Dr. Doom!!

Chris Ballentine 4200 Stonegate Kalamazoo, MI 49007

What is it with all you guys still trying to guess whether this is the real Doom or not? Don't you all know that the secret to successful travel is to forget about gatting to the destination in such a hurry and just enjoy the ride? Sheesh!

MORE OF MARVEL 2099

This is it, the month of the big SPIDER-MAN 2099 ANNUAL! It's our very first one ever, and it contains three big stories, all of which feature our fabled (and foibled) well-crawler, not to mention the riotous return of a hero at your request! How can you miss this?

Speaking of requests, we guarantee that after reading X-MEN 2099 #11's fabulous story about the Driver, you'll want to see him and his wild vehicle, the Nitroburn, again and again!

MEXT ISSUE

The Savage Land stage is set, now the action can begin!Our offering next month is so big, John and Pat convinced Joey to shut up for a change and commandeered this page in the service of the story! Sheesh!

You Down with OCD?

#ocd on newnet

